

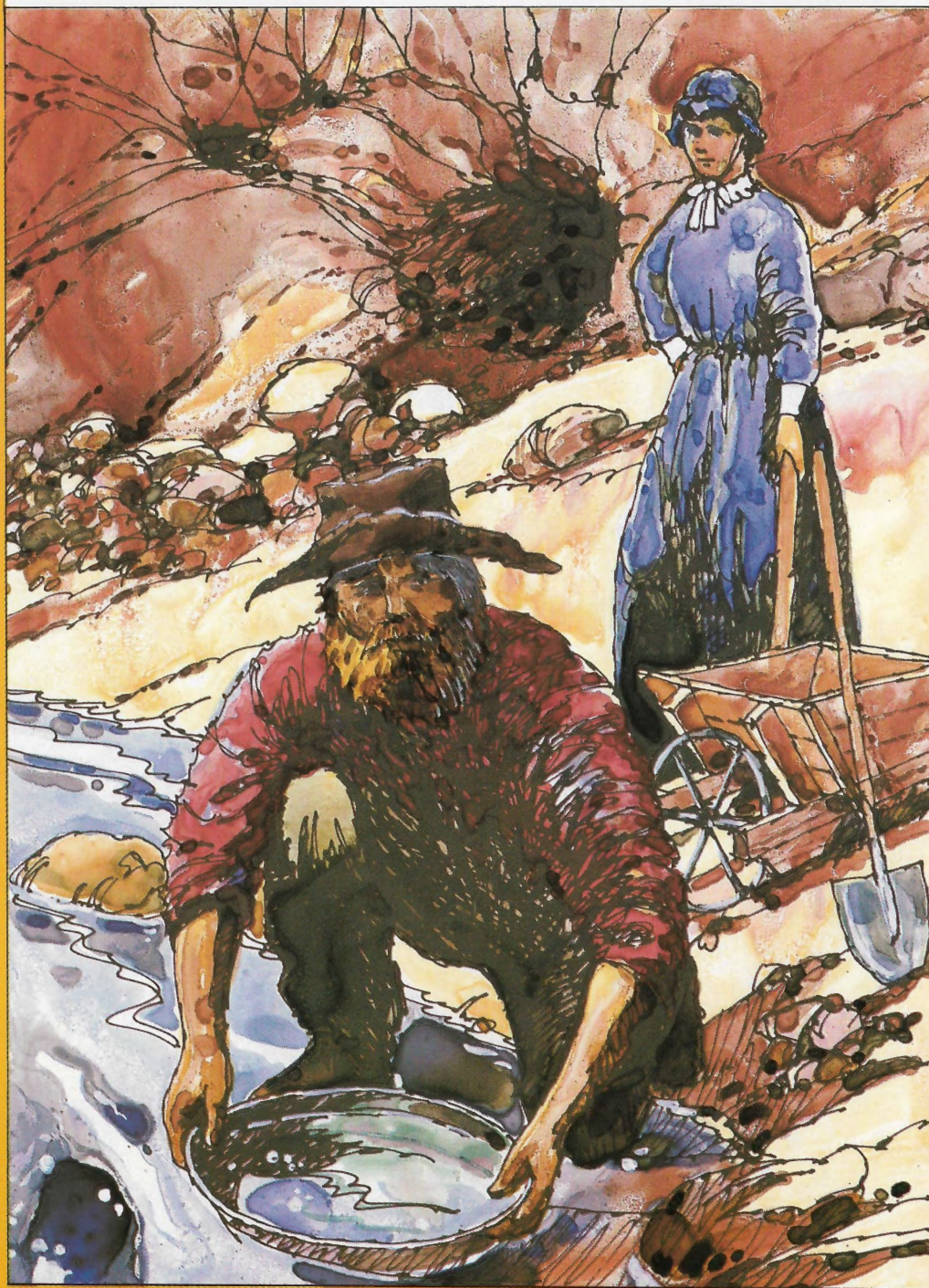
Jacaranda
Software

GOLDFIELDS



A simulation of life on the diggings

Trevor K. Jacob





ABOUT THE PROGRAM

Goldfields is an historical simulation that provides students with opportunities to learn about and explore the possibilities of life in the goldrushes of the nineteenth century, as well as developing reading and language skills. Students can discover that there was a lot more to life in a goldrush than simply digging for gold!

The object is to gain as much money, gold and experience as possible in a year on the goldfields. The player can become, among other things, a wagoner, market gardener, councillor, doctor, miner or criminal, and may have any number of adventures. The flexibility of the simulation allows the player's success to be entirely dependent on their ingenuity and persistence, as was the case in real life. The large range of activities means that *Goldfields* can be played any number of times by the same student(s).

The *Goldfields* package includes the *Goldfields Journal*, which is designed for use as resource and research material, and gives a wealth of background information essential for success. A certificate can be printed at the end of the adventure as evidence of the player's level of success. The game can be stopped at any stage and saved to disk. *Goldfields* can be used by individuals or small groups of students from 11 years of age onwards.

ABOUT THE AUTHOR

Trevor Jacob was a teacher of social studies, geography and history, with special interests in simulation and gaming strategies. He decided that many simulations would be easier to implement in classrooms if they were presented on computer, where students can choose their own paths, rather than as board games. Trevor is also interested in writing historically based children's books. He now works for the Education Department of Western Australia, producing educational films and television programmes.

David Smith, a designer and programmer of great experience and flair, has worked with the author to create the final program.

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